

CLAIMS:

What is claimed is:

1. A method of conducting a wagering game on a gaming machine, comprising:
 receiving a wager from a player to initiate play of the wagering game;
 randomly selecting a plurality of symbols to form a first array;
 5 displaying the first array;
 identifying winning symbols in the first array that form any first winning
 combination;
 awarding the player for the first winning combination in the first array;
 replacing one or more of the winning symbols in the first array that form the
 10 first winning combination with a randomly determined replacement symbol to form a
 second array;
 displaying the second array;
 identifying winning symbols in the second array that form any second winning
 combination; and
 15 awarding the player for the second winning combination in the second array.
2. The method of conducting a wagering game as described in claim 1, wherein
 less than all of the winning symbols that form the first winning combination
 are replaced.
 20
3. The method of conducting a wagering game as described in claim 1, wherein a
 wild symbol is one of the winning symbols forming the first winning
 combination and is not replaced.
- 25 4. The method of conducting a wagering game as described in claim 1, wherein
 the first winning combination occurs on an active pay line.
5. The method of conducting a wagering game as described in claim 4, wherein
 less than all of the wining symbols that form the first winning combination are
 30 replaced.

6. The method of conducting a wagering game as described in claim 4, wherein a wild symbol is one of the winning symbols forming the first winning combination and is not replaced.
- 35
7. A method of conducting a wagering game on a gaming machine, comprising:
receiving a wager from a player to initiate play of the wagering game;
randomly selecting a plurality of symbols to form a first array;
displaying the first array;
40 identifying any first winning pay line;
awarding the player for the first winning pay line in the first array;
randomly determining a replacement symbol for each of the symbols on the first winning pay line in the first array;
replacing one or more of the symbols on the first winning pay line in the first
45 array with the randomly determined replacement symbols to form a second array;
displaying the second array; and
awarding the player for any second winning pay line in the second array.
8. The method of conducting a wagering game as described in claim 7, wherein
50 less than all of the identified symbols that form the first winning pay line are replaced.
9. The method of conducting a wagering game as described in claim 7, wherein a
55 wild symbol is one of the symbols on the first winning pay line and is not replaced.
10. A method of conducting a wagering game on a gaming machine, comprising:
receiving a wager from a player to initiate play of the wagering game;
randomly selecting a plurality of symbols to form a first array;
60 displaying the first array;
identifying a first winning symbol in the first array that creates any first winning outcome;
awarding the player for the first winning outcome;

replacing the first winning symbol with a randomly determined first
 65 replacement symbol to form a second array;
 displaying the second array;
 identifying a second winning symbol in the second array that creates any
 second winning outcome; and
 awarding the player for the second winning outcome.

70

11. The method of conducting a wagering game as described in claim 10 further
 including:

replacing the second winning symbol with a randomly determined second
 replacement symbol to form a third array;

75

displaying the third array;
 identifying a third winning symbol in the third array that forms any third
 winning outcome; and
 awarding the player for the third winning outcome.

80

12. A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager from a player to initiate play of the wagering game;

randomly selecting a plurality of symbols to form a first array;

displaying the first array;

identifying at least one start-bonus symbol in the first array;

85

replacing each start-bonus symbol with a randomly determined replacement
 symbol to form a second array;

displaying the second array;

identifying any winning bonus game outcome in the second array; and

awarding the player for the winning bonus game outcome.

90

13. The method of conducting a wagering game as described in claim 12, further
 including:

identifying a winning basic game outcome in the first array; and

awarding the player for the winning basic game outcome.

95

14. A method of conducting a wagering game on a gaming machine, comprising:
receiving a wager from a player to initiate play of the wagering game;
randomly selecting a plurality of symbols to form a first array;
100 displaying the first array;
identifying winning symbols in the first array that form a scatter pay;
awarding the player for the scatter pay in the first array;
replacing each of the winning symbols with a randomly determined
replacement symbol to form a second array;
105 displaying the second array; and
awarding the player for a wining outcome in the second array.
15. The method of conducting a wagering game as described in claim 14, wherein
less than all of the winning symbols that form the scatter pay are replaced.
110
16. The method of conducting a wagering game as described in claim 14, wherein
a wild symbol is one of the winning symbols forming the scatter pay and is not
replaced.
- 115 17. The method of conducting a wagering game as described in claim 14, wherein
the winning symbols forming the scatter pay must occur on an active pay line.
18. The method of conducting a wagering game as described in claim 17, wherein
less than all of the wining symbols that form the scatter pay are replaced.
120
19. The method of conducting a wagering game as described in claim 17, wherein
a wild symbol is one of the winning symbols forming the scatter pay and is not
replaced.